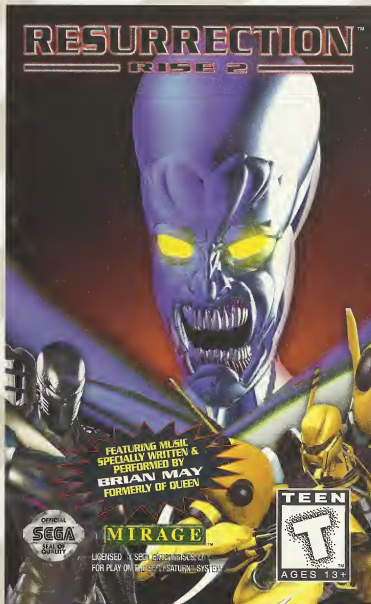


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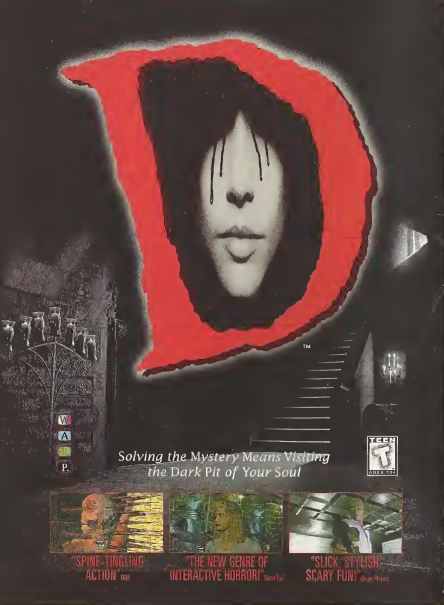


**Acclaim**  
entertainment, inc.

SEGA SATURN™



T-8114H



Solving the Mystery Means Visiting  
the Dark Pit of Your Soul



"SPINE-TINGLING  
ACTION" Dan



"THE NEW GENRE OF  
INTERACTIVE HORROR!" David Lee



"SLICK, STYLISH,  
SCARY FUN!" Mike Rogers

SEGA SATURN™

**Acclaim**  
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### HANDLING YOUR SATURN DISC

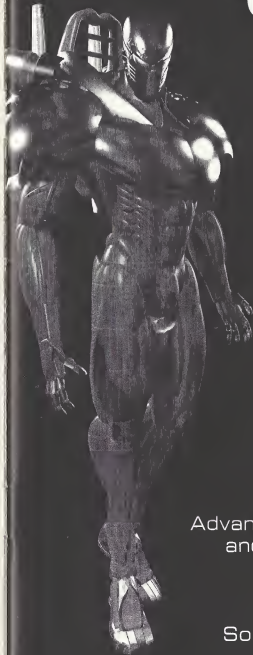
- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

### WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.



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## STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1. Note: Rise 2 Resurrection™ is for up to two players.
2. Place the Rise 2 Resurrection™ disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## STORY

*Invincibility is in oneself, vulnerability is in the opponent. - Sun Tzu, The Art of War.*

It was almost as if the Supervisor wanted Cotton the Cyborg (ECO 35-2) to reach her.

That there was something in his very humanness she wished to possess or utilize. It had all been too easy.

The anthropomorphic Cyborg was convinced that he had defeated the liquid metal robot through combat. It did not seem, however, that combat alone had been enough.

Immediately after achieving what he thought to be her destruction, he felt enveloped by her very essence, her being.

Cotton had retained his consciousness, but not his cybnetic body. He had already been familiar with an existence outside of bodily form. He felt the same, but this time his presence was vastly different - almost as if he had survived in spirit alone.

He wondered if perhaps he had been transported to that higher plane beyond the existence of a physical entity; that an alternative to death really did exist and this was it. Cotton felt kind of cellular. That is, as far as he could focus on it, part of something else, something vastly superior that was also a part of him. Within and without....



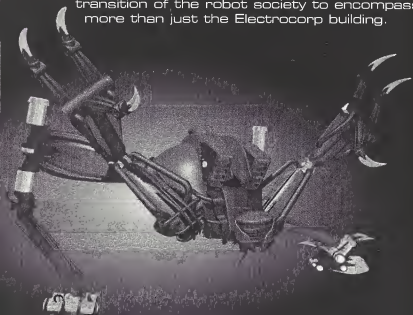
## THE CYBORG IS DEAD. LONG LIVE THE CYBORG. CYBERWARS.

Coton the Cyborg had failed. Not only had the Supervisor defeated him, she had absorbed him into her world. She recycled his cybomnetic body, retaining only his mind.

She then hooked him up to the Electrocorp building robot control network, cloning his mental patterns to bolster the artificial intelligence of both herself and her subservient robots. By keeping his brain alive she could drip feed her subjects selected human characteristics through net-like phenomenones.

The new generation of robots now had actual intelligence - well, as much as the Supervisor would allow. They were now able to go beyond their original programming and design. By receiving messages through their daily link up to the Electrocorp Neurocomputer, they became the first species post man to separate themselves from those machines or even animals that had gone before them. They could think. The robots had learned how to modify and improve their designs. They had transformed their original form of mechanical servitude into that of battle machines. They had armed themselves.

These additional facets were geared by the Supervisor towards one primary goal - the transition of the robot society to encompass more than just the Electrocorp building.



To go outside. That is, the complete take over of Metropolis 4. The Supervisor assimilated through the Cyborg's human brain the last elements to complete her psychosis of evil desire. Electrocorp was not enough - she wanted the solar system.

The Electrocorp scientists, even from outside the building knew from their tracers that Coton still existed, although they had lost all two-way contact. All physical tracking had ceased from when he had penetrated the Supervisor's lair. All that was left was his cerebral life-pulse.

With Coton gone, at least in physical form, the Electrocorp scientists knew that they had to modify their original objective. The building had to go. They had tried originally to preserve the internal structure. Now they knew that they had to destroy at least its innards to contain their Frankenstein's monsters.

The Electrocorp Company could financially survive the loss of the building. They could not survive the robots breaking out into the City - too many compensation claims.

The governing body and the masses were already getting curious about the long shut down at the Electrocorp building. Technical modifications could not be indefinitely preserved as a long term reason for its closure. The consensus was that if Coton had failed (and he certainly hadn't succeeded), then drastic action must be taken. The scientists, however, could not risk destroying the building itself because of the public admission of failure. If the robot revolt could be controlled from within the Electrocorp building, then the Company propaganda could be maintained.

Coton had managed to transmit enough data to his principles to enable them to set up a task force to analyze the original ego virus that the Supervisor created to control her subjects. While they didn't have enough time to create an antidote virus that would free the worker robots from their leader, they did come up with something else. The proto-type tests upon copy robots went well. Firstly, they were inseminated with the original ego-virus and then a new strain was introduced to them - the psychotic Anarchy Virus.



The A-Virus encouraged its victims to act independently of their leader. Each individual robot became the center of its own universe. They now had a primary motivation to individually survive at all costs. The A-Virus had true class. It corrupted victim robots to the extent that their routines informed them that they were under attack from all that they came into contact with. A computer generated psychotic neurosis, if you like. The A-Virus was cabled in through the ethernet to the Electrocorp Neurocomputer. Anarchy in Electrocorp.

Coton saw red, rather, Coton thought red. He had been wallowing in his new role of Neurocomputer chief training chip. Entombed in the very womb of the Supervisor's intellect and charm, yet strangely stimulated by the sensation that perhaps he had already served her purpose and would be disposed of. In some ways this was not unappealing to one so imprisoned. Then the A-Virus hit him like a shot. A shot of some kind of smart-drug.

"What is this? - I've got to get out of this place. I don't care what gets in the way - even if it takes me with it."

The A-Virus was sending the robots ape-crazy. They were all on net hook up when it hit and there were still two creda-hours to go before release. The Supervisor had not yet returned to the neuronet.

The Electrocorp scientists knew (hoped) that Coton was still around, albeit in some metaphysical form, so they sent in human brain wave shields with the virus to keep him clear headed, assuming that if he was plugged into the net, then, he could survive the first Anarchy shot. Through his pain and anger, Coton figured out a possible escape. He realized what the Electrocorp scientists must have done - remembering some of the early A-virus tests. There was a slim chance that he could download his neuro-computerised-soul-essence into any of the hooked up robots.

Having trained them all in thinking, he knew their various weaknesses and strengths. If he could download himself, erase the file transaction, maybe he would have a chance. If he left a synthi-image of himself on the neuro-net, it would take the Supervisor maybe two hours to discover that he had gone.

The robot plug ports lay before him on the neuro net. He could see all the robots and their derivations.

Coton had to decide very, very quickly which robot to enter. Which robot had the appropriate weaponry and characteristics to get him through the others to have another crack at the Supervisor. The Anarchy Virus was pumping like crazy around his mind. Yes, he wanted another go at her! To think he was almost completely seduced. He'd shut down her little show. He'd make her eat it, he'd erase her file, but which robot should he choose?



## TITLE SCREEN

You will first see the **PRESS START BUTTON** screen. Press **START** to go to the Main Menu, which features these choices: **START**, **SETUP**, **HI SCORE** and **CREDITS**. To enter any of these choices, highlight it by pressing **UP** or **DOWN** on the D-PAD. The highlighted option can be selected by pressing the **START** BUTTON.

- **START** - Let the mayhem commence! This choice starts the game, but you've probably worked that out already...
- **SETUP** - Selecting this takes you to the game options screen, so that you can fine-tune **RISE 2: RESURRECTION**™ to your liking.
- **HI SCORE** - Selecting this option brings up a top scorer's table of robot combat experts. Pressing the **START**, **A**, **B**, or **C** Button will bring you back to the Main Menu.

RESURRECTION  
RISE 2

PRESS START BUTTON

RESURRECTION  
RISE 2

START  
SETUP  
HI SCORE  
CREDITS

- **CREDITS** - This choice lets you know about the talented people who brought you this fine game. Again, pressing the **START**, **A**, **B** or **C** button will bring you back to the Main Menu.

## OPTIONS

**Rise 2 Resurrection**™ features many useful options which allow you to setup the game to suit your preferences. Press **UP** or **DOWN** on the D-PAD to highlight an option. Press **LEFT** or **RIGHT** on the D-PAD to toggle option settings. When you are happy with the setup, select **QUIT** and press the **START** BUTTON.

If you make a mistake or change your mind, you can always revert to the **DEFAULT** settings by resetting your machine.



## LANGUAGE

Choose which of five languages you wish to have the game text appear in.

## DIFFICULTY

Set the difficulty level to suit your skill, from 0 (easiest) to 23 (hardest).

## TIMER

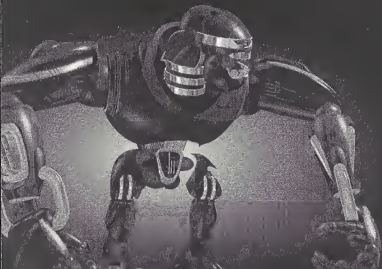
Choose to play with the round timer set to **OFF**, 30, 60, or 90 seconds.

## MUSIC VOLUME

Set the music volume, from 0 to 16.

## SOUND VOLUME

Set the volume of the sound effects, from 0 to 16.

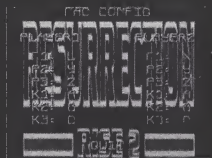


## CD MUSIC/ BACKGROUND SFX

Choose to play with either.

## PAD CONFIGURATION

Press the **START** **BUTTON** to see the configuration screen. Use **UP** or **DOWN** on the **D-PAD** to highlight an action, then press **LEFT** or **RIGHT** on the **D-PAD** to select the control button you wish to perform that action. When you are satisfied, highlight **QUIT** to return to the **OPTIONS** screen.



## QUIT

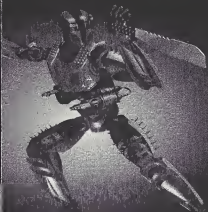
Return to Main Menu.

## START

To **START A GAME**, highlight **START** and press the **START BUTTON**.

## PAUSING THE GAME

To Pause the game at any time, press the **START** **BUTTON**. You will see the pause options screen, where you can choose either **CONTINUE MATCH** (resume the game where you paused) or **QUIT MATCH** (return to the Title Screen.)



# GAME FEATURES

## SELECTING ROBOTS

You will then see the **Robot Select Screen**, where you can toggle through the various robot types available for **Coton** to inhabit. To view a robot, toggle the **RED** (Player 1) or **BLUE** (Player 2) highlight to his portrait by pressing the direction buttons. A full scale model of that robot will appear.

- Select your robot by pressing the **START** **BUTTON** when the desired one is on screen.

### 1 Player Games

- Once a robot is selected, you will inhabit that model until it is destroyed or you prevail against the **Supervisor**.

If playing a 1 player vs. **CPU** game, the computer will automatically provide random opponents. If you use the **Player 1** controller, you will always control the robot on the left (facing right). If you use the **Player 2** controller, you will control the robot on the right (facing left).

### 2 Player Games

In a 2 player game, each player selects a robot to control. **Player 2** always controls the robot on the right (facing left). Both players may select the same robot (the highlight will change to **PURPLE**). At the end of each two player match, either player may play again as the same robot or select a different one.

### Color Select

You can change the color of the selected robot by pressing **UP** or **DOWN** on the **D-PAD** to toggle through the available colors.

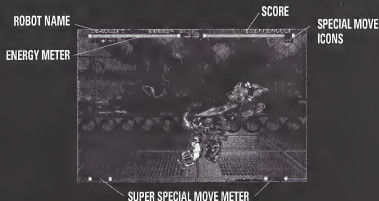
### Handicap Meter

At the upper left and upper right of the **Robot Select Screen** are **Handicap Meters**. You can tweak your robot's **CPU** to give your robot greater or lesser degrees of fighting strength by pressing **LEFT** or **RIGHT** on the



D-PAD to move the Handicap Meter. The more blue is displayed in the meter, the more powerful a robot's blows will be.

You will see a display of the two contestants. Then it's on to the site of your encounter! Don't make it your last...



## MATCHES

To rid the Electrocorp building of its many mechanical menaces, you must survive two out of three "rounds" of combat with each robot that detects your presence. Once you have defeated an enemy, you will go on to the next opponent.

### Robot Name

The name of each robot appears at the top left and right of the screen.

### Energy Meters

Each robot's energy is displayed on a meter at the top left or right of the screen below his score. Each meter starts full/green, and empties/reddens as damage is taken. Once it is empty, that robot is defeated.

### Timer

Each round lasts for 30, 60, or 90 seconds, depending on the Game Options setting (it can also be turned off altogether). When the timer reaches 00, the round is over. The robot with the most energy/least damage at the end-of-a round is the winner.

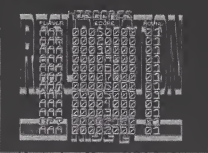
## Score

Points are awarded for successful attacks on your opponent, with bonus points given for multi-hit Chaos (combination) attacks, first attacks and other combat variables.

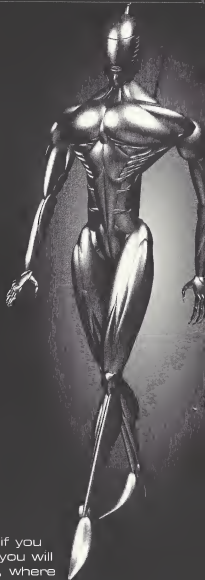
### Super Special Moves Meters

These meters appear at the bottom left and right of the screen. When this meter is flashing, you are able to perform Super Special Moves which can devastate an enemy.

## ENTERING INITIALS FOR HI SCORE

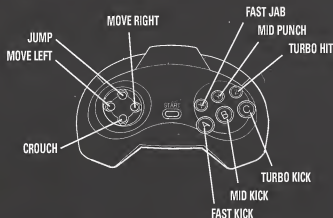


Once you've been defeated, if you are among the top scorers you will go to the HI SCORE screen, where you can enter your initials. To do so, press **UP** or **DOWN** on the D-PAD to toggle through the alphabet, and the **LEFT** or **RIGHT** D-PAD to change columns/fields. Once your initials are entered correctly, press the **START**, **A**, **B** or **C** **BUTTONS** to enter them.





## BASIC DEFAULT CONTROLS



## AERIAL ATTACKS

You can perform punishing aerial attacks by pressing any punch or kick button while in the air.

## GRAPPLE AND THROW OPPONENT

This move varies for each robot, so you must experiment to learn how to perform it.

## SPECIAL MOVES

Each robot has a number of special moves. See the robot profiles to learn some of them. Experiment to learn others!

## SUPER SPECIAL MOVES

Each robot has a Super Special Move which you must learn if you hope to survive!

## EXECUTION MOVES

Each robot has its own deadly Execution Move which produces maximum damage and humiliation!

# ADVANCED TECHNIQUES AND STRATEGIES

## PROJECTILES & PROGRESSION MOVES

At the beginning of the game, each robot possesses at least one projectile attack move, but as you successfully progress, you will be able to locate the CPU of a defeated opponent (by finishing him with your Execution Move), allowing you to use his projectile move. Try to gain use of all of them! But be careful: chips become more prone to malfunction with increased use! Once you gain use of an opponent's projectile, its icon will appear under your Energy Meter.

To use a particular projectile in your arsenal, simply use the controls/ moves associated with that projectile.



Flame



Plasma



I.C.E.



F.R.Y.



Acid



G.U.N.Z.

## CHAOS ATTACK

Any time an opponent is immobilized while being hit rapidly with successive blows, the combination count will increase, after which a bonus is awarded. The number of Chaos hits will appear on screen.



## Dismemberment

Some robots can tear off an opponent's arm and beat him/her with it! This is a very difficult maneuver to master, and another secret you must discover!

## ROBOTS

There are 18 known robots Cotton can choose from, but it is suspected that many more exist. The known robots appear below. Data on these robots is extremely limited, but we have managed to provide you with at least one or more of their moves. These may be Special Moves, Super Special Moves, or even a deadly Execution Move. As for the rest of their abilities, we must leave it to you to determine how to operate each robot...

**P** = Any punch key/button

**K** = Any kick key/button

← = AWAY: The opposite direction you are facing

→ = TOWARDS: The direction you are facing

## SALVO



This is a Special Forces edition of the war robot. He carries twin machetes, plus a flame thrower. He has been re-engineered to be the first robot to break into the outside world.

Salvo will only engage in combat with those he considers worthy. He is reluctant to use his flame thrower, despite its almost universal ability to reduce opponents to ashes, as his virus-spiked psyche prefers the satisfaction of victory gained by combat alone.

Knife Throw → ↘ ↓ **P**

Flame Thrower ↓ ↘ → **P**

## CHROMAX



A saboteur robot tooled with devastating light weaponry servo-generators. A modifier, internalizer and destroyer of enemy machinery, the post A-Virus Chromax feeds off machine dismemberment. He flash-freezes moving objects prior to dispersing bodies for consumption.

Low Fireball ↓ ↘ → **P**

Head Throw ← ← ← **P**

## CRUSHER



A purpose-built robot debilitator, the Crusher is a dismemberment expert. The form of the Crusher confuses the sensory equipment of many combat robots, causing them to underestimate its serious threat. The A-Virus has increased Crusher's hostility and danger levels to kamikaze overload.

Uppercut ↓ ↘ → P

Acid Spit ← ← ← K

## CYBORG

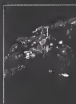


The recycled body of the Electrocorp champion now reprogrammed to remove all robot combat weaknesses. The most familiar form to Cotton— but this time it's armed!

Shoulder Barge ← ← → K

Flying Punch ↓ ↘ → P

## DEADLIFT



The Supervisor's first offspring, viewed by her as the ultimate infantryman. Deadlift was originally a symbol of law and order for the new regime governing Metropolis 4. In Deadlift, the Supervisor saw one of the few robots worthy of her; she redesigned him to maintain the ethical cleansing of robots, cyborgs and humans.

His reorientation through exposure to the Anarchy Virus causes him to believe that he is the only superior life form, and that he must "cleanse" the Electrocorp building of all other robots. He does so by means of his Resonator Scabbard and Cleansing Fire.

Low Fireball ← ↙ ↓ P

Teleport → → K

## DETAIN



A turboguard of the Military Police, Detain's principle design function was to be the enforcer of the Supervisor's will upon future human subjects. The A-Virus has warped Detain's outlook so that he now mistakes other robots for human beings. When disobeyed, he employs a head-mounted freeze-laser to paralyze opponents. A second infraction provokes electrocution!

3 Hit Chaos → → P

Headbutt ↓ ↑ P

## WAR



The War is the only pure combat robot. It has a titanium alloy skeletal chassis with laminated polymer moldings. It is now armed with grenades, but the full extent of the Supervisor's modifications to this model remains unknown.

Barrel Roll ↓ ↑ P

Barrel Roll [Mid Air] ↓ ↓ P

## SUIKWAN



This command-class samurai general was created by the Supervisor to issue and enforce her instructions. His info-chips make him an expert in martial arts and combat strategy and tactics. Suikwan is capable only of honorable combat. He is dedicated to the restoration of law and order in the building. Earlier proto-type

Suikwans have been known to commit hari-kari (self-destruct) if they have failed in their missions. Perhaps due to his superior CPU intelligence, Suikwan appears to be unaffected by the A-Virus. His combat style employs the devastating use of chi. He projects his internal electrical energy into victims to provoke spontaneous combustion through self-purification.

Fireball ↓ ↙ ← P

Sword Dash → → P

## GRILLER



The Griller has been reprogrammed to unearth and destroy enemy building foundations.

The Anarchy

Virus has ingrained an insatiable craving for "Smartex", a synthetic A-Virus substitute ingested via a cigar-like delivery system. This keeps his robot danger level at maximum, resulting in a very strong and determined attack. He has developed the routine of using plasma-disruption in combat to pummel opponents.

Ground Bash ← ↙ ↓ ↘ → P

Slap Attack ← → → P

## LOCKJAW



Lockjaw is a military specification loader robot with sharpened blades and portable missile pods. The Supervisor reassigned Lockjaw to supply weaponry to the other robots and the robot attack vehicles for the entry to Metropolis 4. Lockjaw is able to detonate his current payload at

any time if confronted or put under threat. Although unconfirmed, it is considered possible that he has the capability to self-destruct to prevent his weapons from falling into enemy hands.

Missile ↓ ↙ ← P

Mid Air Missile → → P



## LOADER



Like the previous Electrocorp application model, the Loader can withstand immense physical punishment. It is now outfitted with circuits that render it an electrical predator which craves energy from any source.

Lightning → → ↓ P

Headbutt ↓ ↑ P

## PRIME-8



Reduced in size by the Supervisor, Prime-8 now features far greater agility and is capable of sophisticated combat techniques. The strongest robot, Prime-8's hostility level has increased to manic due to the A-Virus.

Ground Smash ↓ ↓ ↓ P

Swan Dive ↓ ↘ → P

## NECROBORG



This next generation Supervisor-augmented cybernetic organism is the beneficiary of synthy-clone brain tissue and kevlar-manganese armor. It has been designed to annihilate any further cyborgs that Electrocorp may send in to reclaim the building. The Anarchy Virus has left Necroborg with the illusion that it is a human with a mission to terminate all robotic life forms. Necroborg is capable of discharging lightning meteors and molecular distortion blows.

Flying Punch ↓ ↑ P

Lightning ← ← ← P

## ROOK



The augmented Rook has been retained by the Supervisor to guard her inner sanctum. Little is known about the design

save the Supervisor's continued use of these as her elite guard. It appears to be A-Virus immune and is now able to use its dorsal jet pack in combat, both to maneuver and as a weapon. It remains all but indestructible to anything save the combat elite classes.

Double Punch

↓ ↘ → P

Jet Kick ↓ ↘ → K

## STEPPENWOLF



Steppenwolf is a mobile artillery unit designed for heavy front line combat. Weaponry includes a chest-mounted 30mm high velocity armor-piercing cannon, twin arm-mounted 35mm uranium depleted ammunition guns and dual foot blades. Like Griller, Steppenwolf is dependent on the "Smartex"

A-Virus substitute. Steppenwolf is an unstable unit who believes all robots exist only for target practice.

Cannon ↓ ↘ → P

Airstrike ↓ ↘ ← P



## INSANE



This now-savage cybernetic creature was once a docile drone built by renegade robots as a test subject for organic virus derivatives. Years of testing have rendered Insane unstable; he managed to escape the influence of the robots in a vicious baseball bat attack, and is now at large in the building. His neural implants have been so seriously affected by the various viruses he has been subjected to that he is likely to attack anything animate without provocation.

Bat Attack ↓ ↘ → **K**

Ice Ball ↓ ↘ → **P**

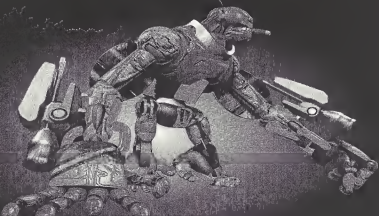
## VANDAL



Vandal is a modified insectoid with two built-in chain saws and one buzz saw. Originally designed to destroy redundant, renegade robots or human beings, the A-Virus has inspired him to terminate anything with which he comes into contact. If a victim is out of reach, Vandal can immobilize an enemy with his tetrabasic acid spit.

Buzzsaw Attack ↓ ↘ → **P**

Jet Kick [Mid Air] → → **K**



## V1-HYPER



The Queen of killers, V1-Hyper is a devastating enhanced Supervisor encasement with acid spit and head whip capabilities. This is the body the Supervisor designed for herself, a combination battle suit and post-victory royal robe. It is unknown if the V1-Hyper body was made before the Anarchy Virus hit.

Acid Ball ↓ ↘ → **P**

Head Whip ↓ ↙ ← **P**

**WARNING!** The above are descriptions of only those robots that have been discovered.



# MIRAGE

|                                            |                                                                                                                                                                                                                                              |
|--------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Produced by                                | Peter Jones and Andy Wood                                                                                                                                                                                                                    |
| Directed by                                | Gary Leach                                                                                                                                                                                                                                   |
| Editor/Design                              | Andy Clark                                                                                                                                                                                                                                   |
| Character Design, Models and Animation     | Sean Naden and Jason Swift-Clowes                                                                                                                                                                                                            |
| Set Design, Construction and Animation     | Kwan Lee                                                                                                                                                                                                                                     |
| Animation Editing and Pixel Art            | Matt Smith                                                                                                                                                                                                                                   |
| Programming                                | PC Gary Leach<br>PlayStation Andy Clark<br>Saturn Tony Stoddart<br>Mac Ben Fowler                                                                                                                                                            |
| Artificial Intelligence and Menu Selection | Ian Webb                                                                                                                                                                                                                                     |
| Mirage music and sound effects             | Tom Grimshaw                                                                                                                                                                                                                                 |
| Animation Input                            | Indira Knight                                                                                                                                                                                                                                |
| Character Input                            | Thomas Wardle                                                                                                                                                                                                                                |
| CD Streaming Software                      | Pete Dabbs                                                                                                                                                                                                                                   |
| AI Data                                    | Sean Rhodes, Matt Smith,<br>Thomas Wardle, Ian Webb                                                                                                                                                                                          |
| Marketing and Public Relations             | Julia Coombs, Clare Barnett                                                                                                                                                                                                                  |
| Financial Control                          | Deborah Jones and Holly Bourne                                                                                                                                                                                                               |
| Distribution                               | Roy Campbell and Dave Cotton                                                                                                                                                                                                                 |
| Technical Support                          | Rob Nicholson                                                                                                                                                                                                                                |
| Product Administrator                      | Kate Auty                                                                                                                                                                                                                                    |
| Secretarial                                | Sarah Mould                                                                                                                                                                                                                                  |
| Quality Control Supervisor                 | Chris Judge                                                                                                                                                                                                                                  |
| Quality Control                            | Ian Knowles, Gary Stevens,<br>Guy Selwood and Lee Austin<br>Brett Bailey, John Capbell,<br>Anthony Cousens, Gary Mason                                                                                                                       |
| Renovation                                 | Dave Eardley and Key Sheppard                                                                                                                                                                                                                |
| 'Cyborg' Music and Sound Effects           | Brian May                                                                                                                                                                                                                                    |
| Engineered by                              | Justin Shirley-Smith                                                                                                                                                                                                                         |
| Thanks to Mirage personnel                 | Jonathan Baddeley, Mike Bareham,<br>Pete Dabbs, Les Eaves, Kevin Green,<br>Paul Johnson, Jean Nixon,<br>Derek Nixon and Julie Walker                                                                                                         |
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| Producer                     | Eric Kubly<br>Martin De Riso,<br>Eric Weiner, Kelly Coleman                                                                 |
| QA Senior Manager            | Mike Weiner                                                                                                                 |
| QA Supervisor                | Carol Caracciolo                                                                                                            |
| Technical Support Supervisor | Henry Reimer                                                                                                                |
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| Testers                      | Chris McGovern, Jon Cerabone,<br>James Ackermann                                                                            |
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| Creative Services            | Dawn Menaras, Terri Ruffino,<br>Amy Andreaskes, Michael M. Duarte,<br>Ken Kilkenny, Lisanne Schnell,<br>Jacqueline Scibelli |
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